Subject: Poke and Follow Script
Posted by Burn on Sat, 05 Mar 2005 18:06:21 GMT

Is anyone aware of any Poke and Follow scripts for AI?

I've been trying to get AI soldiers to follow me when I poke them, but I haven't had any luck so far.

The closest I got to what I want was JonWill's JFW_Attach_Script on a soldier. I made a poke and then attached the player follow script, but still no luck. That script doesn't work in multiplayer.

Subject: Poke and Follow Script
Posted by vloktboky on Sat, 05 Mar 2005 18:17:53 GMT

Not sure about the player follow script (or if it even works), but you are on the right track. You can have an AI event attached to a script to have it follow the player that poked it, but this has to be created in your scripts.dll source code. I am unaware of any script already created that does this for you.

Try submitting a request for its creation to someone, or if you know how, you can try making it yourself. Just look for the AI calls in the scriptsfactory.

Subject: Poke and Follow Script
Posted by Burn on Sat, 05 Mar 2005 18:49:51 GMT

Thanks boky.

I may just request it. I never heard of anyone being able to do this.

Subject: Poke and Follow Script
Posted by vloktboky on Sat, 05 Mar 2005 19:09:38 GMT

Ah yes, I knew I did something like this before. In my Capture the Mobius mod, which I never really finished, I did this. However, at the time I was making it, poke was unavailable in MP. I worked through powerups that were placed on Mobius' feet. Crude, but affective.

Anyway, the mobius did follow you when you picked up its powerup. If anyone cares to see how it works, look in its source code. http://www.renevo.com/index.php?showtopic=1830

It's down ATM because of our (RenEvo) server move. They will be fixed tonight.

Subject: Poke and Follow Script
Posted by Burn on Sat, 05 Mar 2005 19:15:47 GMT
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Thanks a lot for the help. If I ever get this working I'll let you know.

There's got to be a way. In the 2nd single player mission, you get a "Church Escort Team" through a chinook and they follow you to the Hand of Nod. Then, at some point, whatever's left of them, they get stopped once they enter a zone. They say, "Sorry sir- orders. I can't go beyond this point."

Then I get all pissed off at him, and go back and poke him, then he's all loyal and brave again and he says, "Right behind ya' sir." And he follows me. Then he stops again at the zone.

I WANT THAT!!

Subject: Poke and Follow Script
Posted by WNxCABAL on Sat, 05 Mar 2005 19:24:52 GMT
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I'm sure I saw this feature / gamemode in Sole Survivor...
Wasn't it called Capture the Mobius or something?

Subject: Poke and Follow Script
Posted by Burn on Sat, 05 Mar 2005 19:35:11 GMT
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vloktbokyIn my Capture the Mobius mod

Subject: Poke and Follow Script
Posted by bigwig992 on Sun, 06 Mar 2005 05:27:01 GMT
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Quote:Capture Dr. Mobius

Dr. Mobius stands around pondering idly somewhere on the map until somebody nudges him. After he is nudged, he will follow. Your objective is to bring Dr. Mobius to your team's transport helicopter. The team that brings Dr. Mobius to their chopper 5 times first, wins.

Subject: Poke and Follow Script
Posted by WNxCABAL on Sun, 06 Mar 2005 13:59:08 GMT
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BurnvloktbokyIn my Capture the Mobius mod

Okay Okay, so I can't read

Subject: Poke and Follow Script
Posted by vloktboky on Wed, 09 Mar 2005 05:06:40 GMT
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vloktbokyIt's down ATM because of our (RenEvo) server move. They will be fixed tonight.

FYI: The links are active again.

Subject: Poke and Follow Script
Posted by Burn on Wed, 09 Mar 2005 19:44:30 GMT
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I'm still looking for some ways to do this with the regular scripts.dll, but obviously nothing will work.

I was thinking along the lines of making the follow part a cinematic. There is a poke and play cinematic with the regular scripts.dll. I got close, I was thinking I could add an "attach_script" line and just add the "follow player" script. Though, I remembered that that's a subline and has to be under "create real object." So... basically... still no luck.

I'd like to be able to do this so everyone else doesn't have to have the JFW scripts in their renegade data folder in order to play my map. It would be really nice if somehow I could just put it in my maps "scripts" folder and it would be integrated with the mix. That way, they don't have to mess with their data folder and more people would be able to play it.

I'm pretty sure it has to be in their data folder because otherwise their computer would read one of my tanks "JFW" scripts and it would say, "WTF IS JFW?!?!"